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Carroll

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TOY STORY

"A DOG'S LIFE"

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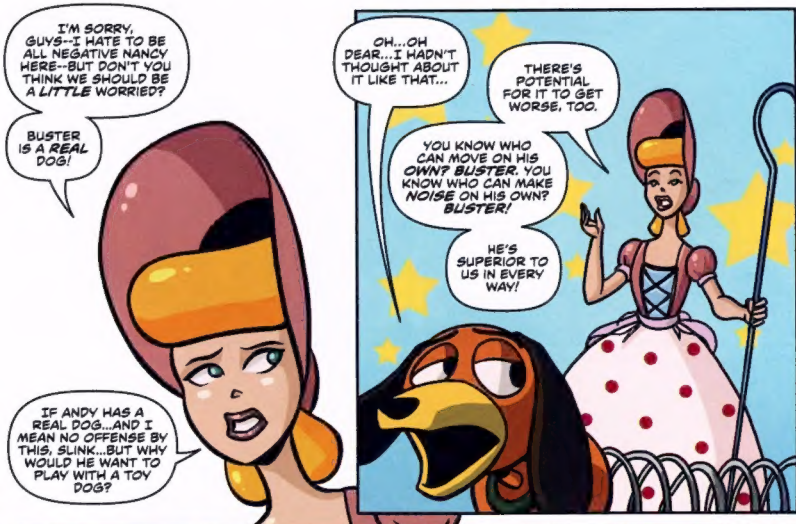
Special thanks: Tishana Williams,
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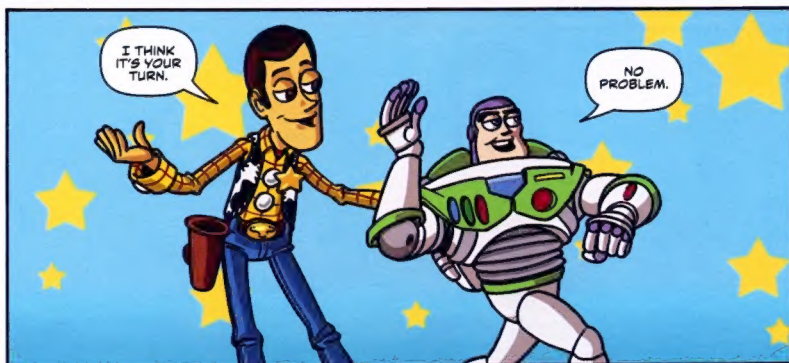
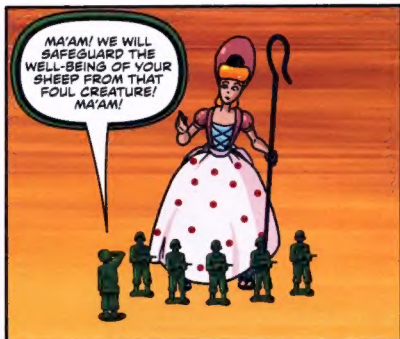
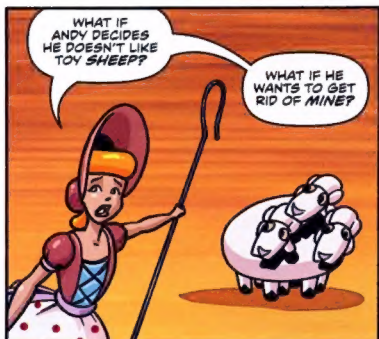
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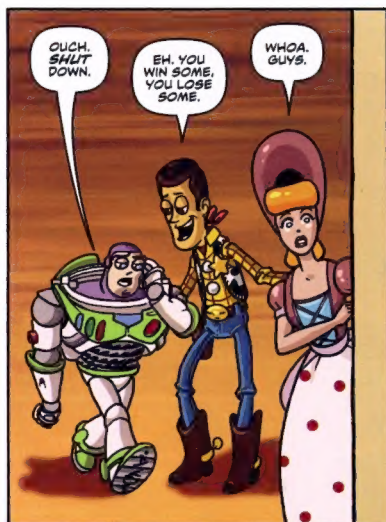
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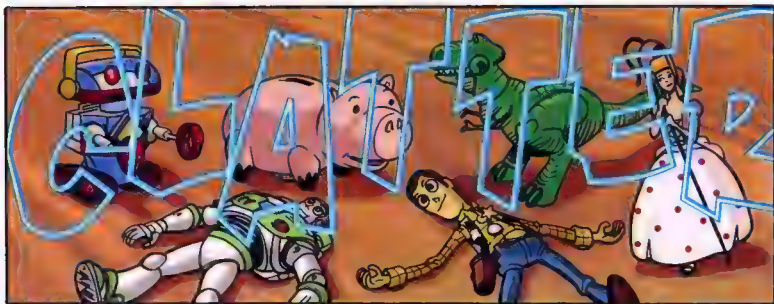
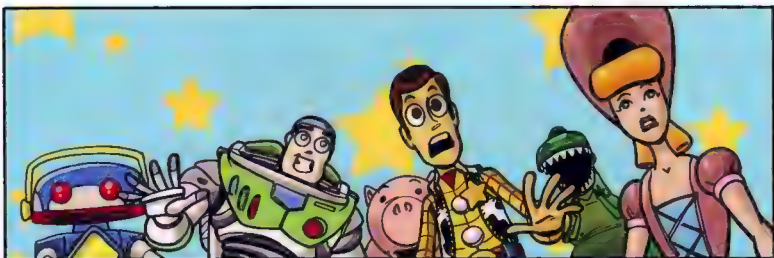




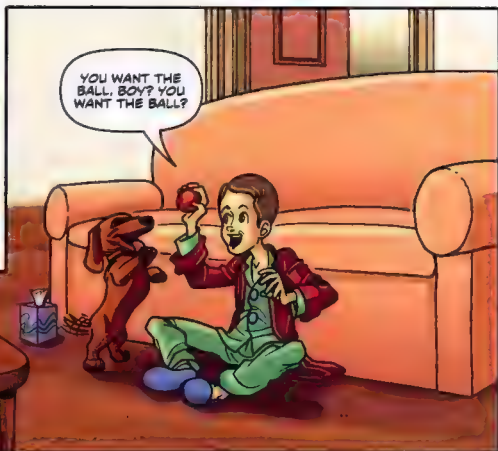


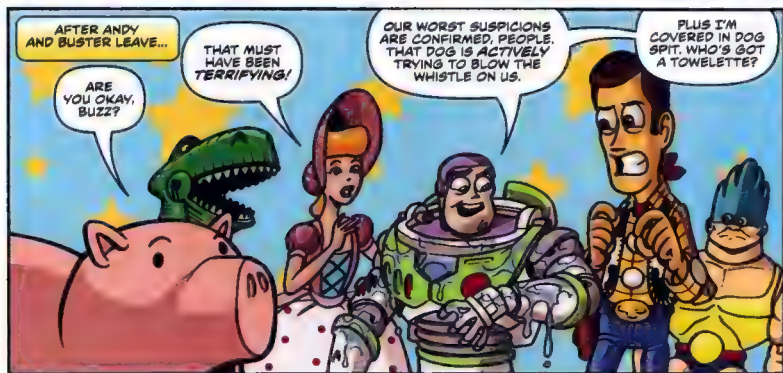


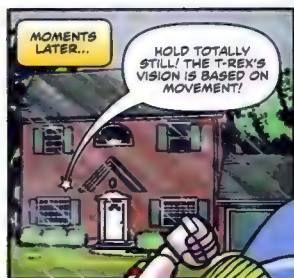




"...BUT I'VE GOT THE FEELING
IT'S GOING TO GET WORSE
BEFORE IT GETS BETTER."



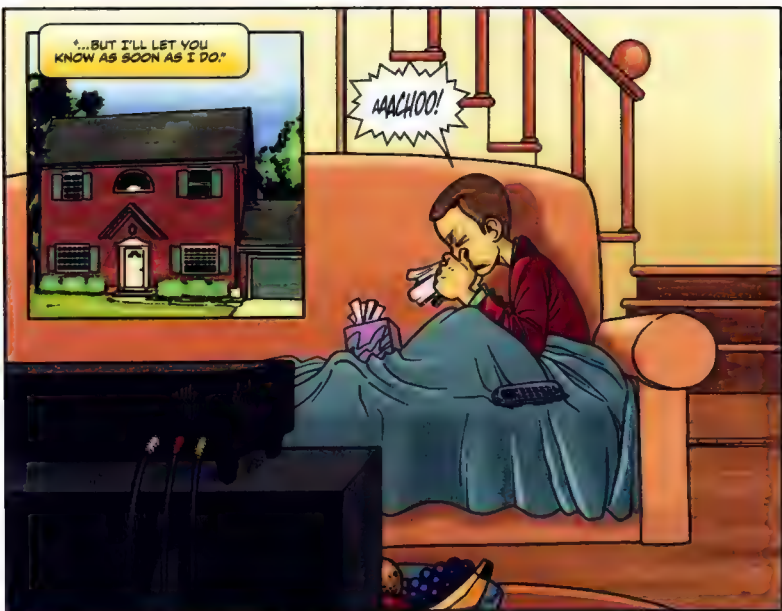




HOLD TOTALLY STILL! THE T-REX'S VISION IS BASED ON MOVEMENT!

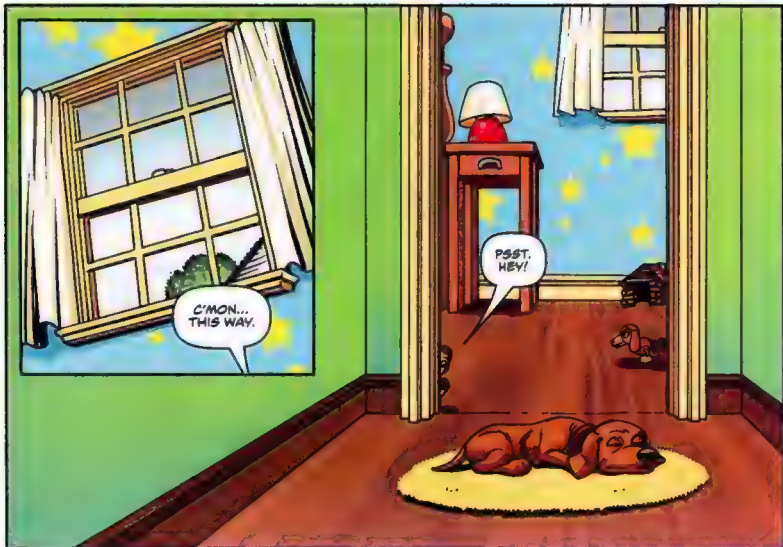




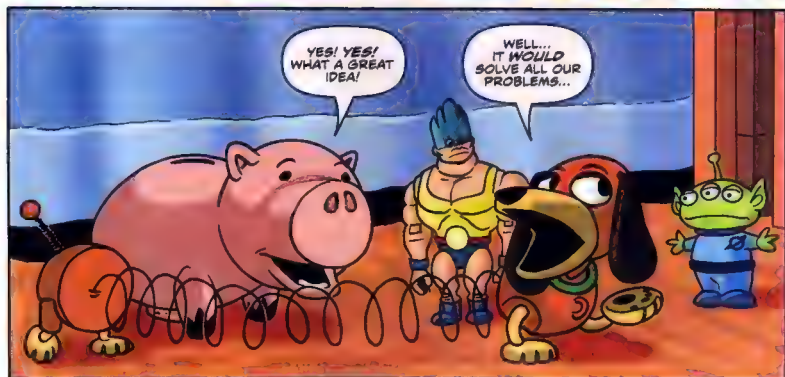


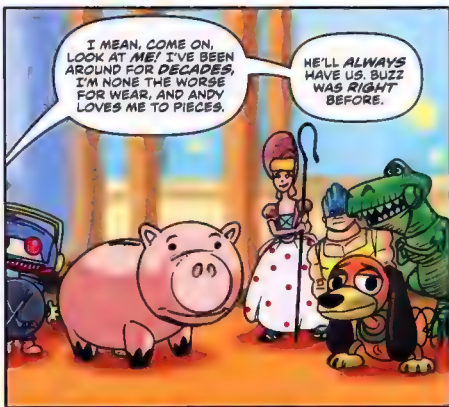
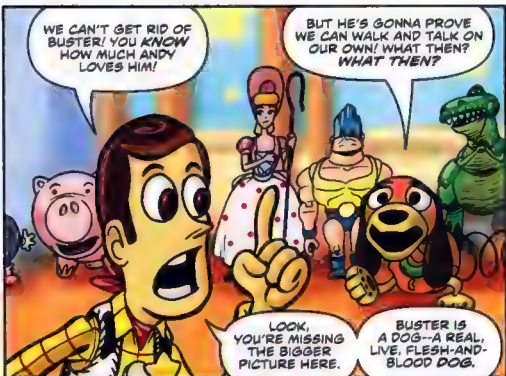


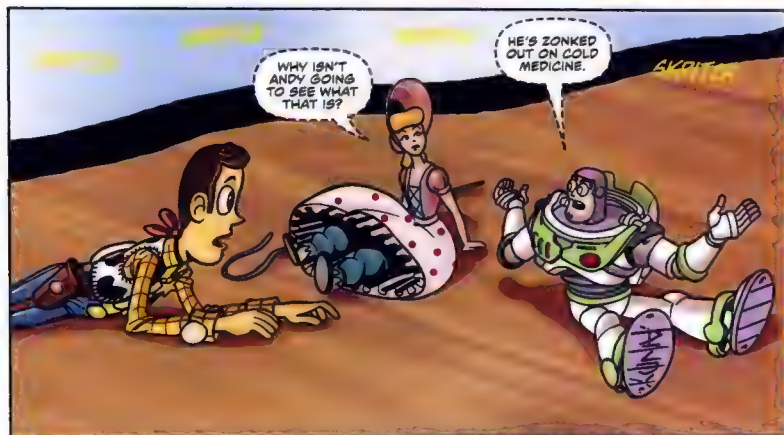
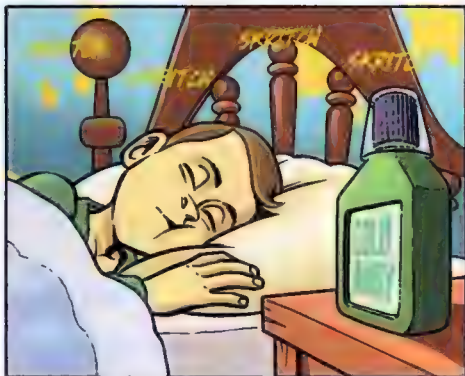












"AH HA. THE FULL
BLADDER STRIKES AGAIN."



HE'S NOT
GOING TO WIND
UP GOING ON
THE CARPET,
IS HE?



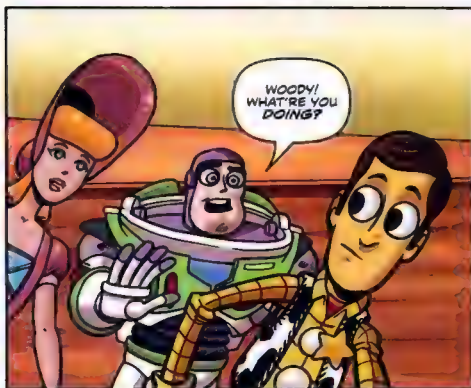
NAH...ANDY'S
MOM WILL HEAR
HIM EVENTUALLY. I'M
SURE SHE'LL COME
AND LET HIM OUT.

HHMM...

GUYS, JUST
WAIT HERE,
OKAY?



WOODY!
WHAT'RE YOU
DOING?

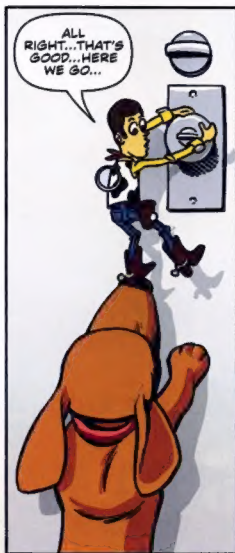


RELAX.

I THINK
I'VE GOT
AN IDEA.







THE
END

BE A BOOM KID!

As a child, I was a cub scout. I was earnest and eager to please, and I was fortunate enough to know both of my grandfathers. To me, they were absolutely ancient and irascible. And yet there's often a special connection between the young and the old. A shared sense of adventure and a hint of mischief. I'm sure you all know the direction in which this editorial is going—UP.

Like many of you, I recently saw *UP*, the latest masterpiece from Pixar. It made me think fondly of both my childhood and my grandfathers. It's a remarkable movie. It's a magical mixture of young and old—a classic, heartfelt adventure yarn told with the latest innovations in animation.

The greatest stories are always able to bridge a generation gap, no matter how large. *UP* is no exception. Sure, the film has an unlikely hero in the elderly Carl, but the film has an ageless appeal. If you haven't seen it yet, go! And do yourself a favor—take your favorite grandparent or grandchild!

- Paul Morrissey, Editor



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Q & A WITH CREATOR OF THE MONTH - WRITER ALAN J. PORTER

What do you love more? Comics or auto racing?

Okay, that's unfair.

That's like asking me which of my two daughters I

love more. I've been a fan of both comics and racing since my earliest childhood and I've always had a passion for both of them. The amazing thing about getting to write *CARS*, is that I never imagined I would have the opportunity to bring them both together like this. (Oh, and Meggan and Erin, I love you both too.)



Aside from the obvious, that it's about cars, what really hooked me about the movie was its central themes of friendship and tolerance. In fact, the more I watch the movie, and I've lost count of how many times I've watched it now, the more subtleties I notice in the dialog and the characterizations. The fact that I haven't gotten tired of watching the movie is a testament to its depth. As a gear head, it also has tons of hidden extras that the casual fan might miss, and they all add to the enjoyment!

What's the most challenging aspect to writing *CARS* comics?

At the moment, my biggest challenge is trying to find a die-cast model of Sarge. Yes, I buy the toys too! They help me with staging the action when writing a script (so I'm

getting paid to play with toy cars - how cool is that?). Seriously, the biggest challenge is that I am writing stories about two-ton blocks of metal, and in order to make the stories interesting, you have to get past that and focus on the personalities established in the movie. I also try and develop scenes where the cars are moving in relation to each other, and physically reacting to each other to help reinforce the characterizations, and give the story visual appeal. Thankfully both artists, Albert and Allen, are great at taking my written descriptions and producing some excellent art that makes the end result even better than I had visualized.

Can you tell us why *CARS* is your favorite Pixar film?

MUPPET ROBIN HOOD

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